

INCARNATE

CLASS

Hitdie: 1d6

Spellcasting Modifier: Wisdom

Saving Throw Proficiency: Wisdom, Charisma

Armor Proficiency: Light and medium armor

Weapon Proficiency: Simple weapons, whip

Skill Proficiency: Choose 2 from the following: Arcana, animal Handling, insight, intimidation, nature, perception, persuasion, nature, or religion.

Incarnate Table

Level	Features	Mood Die	Cantrips Known	Spells Known
1	Pool of Emotion (d6), Spellcasting	1	2	4
2	Robust Spellcraft, Primal Surge	1	2	5
3	Emotional Conduit	2	2	6
4	Ability Score Improvement	2	3	7
5	Explosive Spirit	2	3	8
6		2	3	10
7	Emotional Conduit Feature	3	3	10
8	Ability Score Improvement	3	4	12
9	Manifest Power	3	4	12
10		3	4	13
11	Emotional Conduit Feature	3	4	13
12	Ability Score Improvement	3	5	15
13	Pool of Emotion (1d8)	4	5	16
14		4	5	18
15	Emotional Conduit Feature	4	5	18
16	Ability Score Improvement	4	6	19
17	Primal Spellcraft (2)	5	6	19
18		5	6	20
19	Ability Score Improvement	5	6	21
20	Imploding Conduit	5	6	22

INCARNATE FEATURES

Pool of Emotion

You learn to manifest your emotions to aid your various abilities. You gain a number of 1d6 “mood dice” equal to the “Mood Die” column in the features table. When you make an attack roll, ability check, or saving throw you can add one of your mood dice before you roll.

When you fail an ability check, attack roll, or saving throw by 10 or more you regain 1 mood die. You can never have more than the number listed in the “Mood Die” column. You also regain all your mood dice on a short or long rest.

Your mood dice become 1d8 at 11th level, and 1d10 at 20th level.

Spellcasting

A time of explosive or all-consuming emotion marks the creation of your primal power, granting you impressively powerful magics, and changing you at your most fundamental level. See [Spells Rules](#) for the general rules of spellcasting and the incarnate spell list beneath the class features.

cantrips

At 1st level, you know two cantrips of your choice from the incarnate spell list. You learn additional incarnate cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Incarnate table.

spell slots

The Incarnate table shows how many spell slots you have to cast your incarnate spells of 1st level and higher. To cast one of these Incarnate spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell [burning hands](#) and have a 1st-level and a 2nd-level spell slot available, you can cast [burning hands](#) using either slot.

spells known of 1st level and higher

You know four 1st-level spells of your choice from the incarnate spell list.

The Spells Known column of the Incarnate table shows when you learn more incarnate spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the incarnate spells you know and replace it with another spell from the incarnate spell list, which also must be of a level for which you have spell slots.

spellcasting Ability

Wisdom is your spellcasting ability for your incarnate spells, since the power of your magic relies on creating a connection to the world and manifesting your emotions through its natural powers. You use your Wisdom whenever a spell refers to your spellcasting ability or modifier. In addition, you use your Wisdom modifier when setting the saving throw DC for an incarnate spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You can use an arcane focus (see the [Adventuring Gear](#) section) as a spellcasting focus for your incarnate spells.

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Robust Spellcraft

At second level, whenever you cast an incarnate spell you can add a number to the damage roll equal to your incarnate level + half your proficiency bonus. Whenever you cast a spell which targets multiple creatures you must choose one creature to apply the bonus to.

Primal Surge

Starting at second level, you can allow your primal magic to surge through you as a bonus action.

While embracing emotion you have advantage on spell attacks, and you can force creatures to roll saving throws at disadvantage if- when you cast an incarnate spell- you upcast it by 1 level, forgoing the benefits usually received by upcasting. Further, while in this state you can only cast spells that deal damage and are not concentration.

This form lasts for 10 minutes or until you dismiss it as a bonus action, and once you do you can't again until you finish a long rest.

Emotional Conduit

At 3rd level, you solidify which emotion you use to manifest your emotions. Choose one of the options listed below: Fury, Joy, or Sorrow. The conduit you choose grants you additional features at levels: 7, 11, and 15.

Explosive Spirit

Starting at 5th level, you can choose to add more than one of your "Mood Dice" when you use your Pool of Emotion feature. However, regardless of if you succeed or fail, a wave of magical energy releases from you, alerting each creature within 30 feet to your presence and magical existence.

Afterward, each creature within that range has advantage on attacks against you and on saving throws you force them to make until the start of your next turn.

Manifest Power

At 9th level, whenever you cast an incarnate spell which deals damage and isn't concentration, you can make a number of dice equal to half your Wisdom modifier deal damage equal to the maximum number on each die.

When you do so, you lose concentration, or you can't use this feature again until you finish a short or long rest.

Primal Surge

Beginning at 17th level, choose one conduit spell, you can cast it as a reaction whenever you use your "Primal Surge" feature, regardless of if it deals damage.

Furthermore, a powerful aura emanates from you as you surge, for the duration of your primal surge each creature that starts their turn within 10 feet of you must succeed on a wisdom saving throw or become frightened of you. A creature can repeat that save at the end of each of their turns. Once a creature saves against this feature, they're immune to it for the next 24 hours.

Your primal surge lasts 1 hour.

Imploding Conduit

At 20th level, whenever you fall to 0 hitpoints, you can force each creature of your choice within 30 feet to make a dexterity saving throw or take 15d10 force damage and be knocked prone, or half as much damage on a successful save. Creatures which are killed by this feature have their body obliterated.

When you do so, you can choose to fail death saving throws to add damage, dealing an additional 5d10 force damage for every death saving throw you fail.

Once you do so, you can't again until you finish a long rest.

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SPELL LIST:

Cantrip:

Acid Splash
Booming Blade
Chill Touch
Druidcraft
Firebolt
Frostbite
Green Flame Blade
Lighting Lure
Mind Sliver
Prestidigitation
Ray of Frost
Shocking Grasp
Thaumaturgy
Thorn Whip
Thunderclap

1st Level:

Absorb Elements
Armor of Agathys
Bane
Burning Hands
Cause Fear
Chaos Bolt
Charm Person
Chromatic Orb
Command
Create and Destroy Water
Detect Magic
Entangle
Frost Fingers
Guiding Bolt
Gift of Alacrity
Hellish Rebuke
Heroism
Ice Knife
Inflict Wounds
Magic Missile
Maginfy Gravity
Ray of Sickness
Silvery Barbs
Tasha's Hideous Laughter
Thunderwave
Witch Bolt

2nd Level:

Agganazzar's Scorchers
Blindness/Deafness
Borrowed Knowledge
Calm Emotions
Continual Flame
Crown of Madness

Detect Thoughts
Dragon's Breath
Enhance Ability
Enthrall
Flaming Sphere
Hold Person
Kinetic Jaunt
Levitate
Magic Weapon
Maximillian's Earthen Grasp
Melf's Acid Arrow
Mind Spike
Moonbeam
Pyrotechnics
Rime's Binding Ice
Scorching Ray
Shatter
Silence
Suggestion
Wither and Bloom
Zone of Truth

3rd level:

Antagonize
Ashardalon's Stride
Beacon of Hope
Bestow Curse
Call Lightning
Daylight
Dispel Magic
Elemental Weapon
Enemies Abound
Erupting Earth
Fast Friends
Fear
Feign Death
Fireball
Fly
Hypnotic Pattern
Incite Greed
Life Transference
Lightning Bolt
Magic Circle
Melf's Minute Meteor
Plant Growth
Pulse Wave
Thunder Step
Tidal Wave
Vampiric Touch

4th Level:

Banishment
Blight
Charm Monster
Compulsion

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Confusion
Control Water
Dominate Beast
Fire Shield
Grasping Vine
Gravity Sinkhole
Ice Storm
Otiluke's Resilient Sphere
Raulothim's Psychic Lance
Shadow of Moil
Sickening Radiance
Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5th Level:

Bigby's Hand
Circle of Power
Cloudkill
Cone of Cold
Destructive Wave
Dominate Person
Enervation
Flame Strike
Hold Monster
Immolation
Maelstrom
Mislead
Modify Memory
Negative Energy Flood
Seeming
Skill Empowerment
Synaptic Static
Telekinesis
Wrath of Nature

6th level:

Bones of the Earth
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Flesh to Stone
Globe of Invulnerability
Gravity Fissure
Harm

SUBCLASSES

Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Move Earth
Otiluke's Freezing Sphere
Scatter
Sunbeam

7th Level:

Crown of Stars
Delayed Blast Fireball
Dream of the Blue Veil
Etherealness
Finger of Death
Firestorm
Forcecage
Prismatic Spray
Reverse Gravity

8th Level:

Anti-Magic Field
Antipathy/Sympathy
Dark Star
Dominate Monster
Earthquake
Reality Break
Telepathy
Tsunami

9th Level:

Meteor Swarm
Power Word: Kill
Psychic Scream
Ravenous Void
Storm of Vengeance
Time Ravage
Time Stop

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FURY -

Your anger surges through your primal bond, pushing the elements you control to their most vicious and powerful. Manifesting your power through anger allows you to push through all distractions and eliminate all obstacles in front of you.

Conduit Spells

You learn additional spells when you reach certain levels in this class, as shown on the Conduit Spells table. Each of these spells counts as an incarnate spell for you, but it doesn't count against the number of incarnate spells you know.

Whenever you gain an incarnate level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation spell.

Incarnate Level	Spells
3rd	Thunderwave, Scorching Ray
5th	Pulse Wave
7th	Fire Shield
9th	Destructive Wave

Anger's Passion

Each spell of destruction is empowered by your fury, once per turn when you cast an evocation spell you can enhance it in one of the following ways:

- Knock each target who is hit or fails against your saving throw 10 feet back.
- Knock each target who is hit or fails against your saving throw prone
- Add an additional damage dice to the result of your damage roll

Concentrated Rage

Starting at 7th level, you learn to focus your all-consuming rage on your targets, whenever you cast an evocation spell you can choose a number of creatures equal to your wisdom modifier to automatically succeed against your spell saving throw.

If the creatures you choose would take damage anyways, you can force one target affected by your spell to make an additional saving throw or take the damage one of those creatures would have taken. The creature you choose takes no damage if the target fails that saving throw.

Numbing Fury

At 11th level, your anger burns away other needless emotions in the midst of combat. You have advantage against saving throws and ability checks involving the charmed or frightened condition. When your primal surge is active, you cannot be charmed or frightened.

Expert Devastation

Beginning at 15th level, whenever you cast an evocation spell, you can force a number of creatures up to your wisdom modifier to subtract 2 from their saving throw. You can do so twice per long rest.

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JOY -

Joy fills you to the brim with powerful energy, not just for you, all those around you are amplified by your presence- inspired by your passion. When you manifest your power it is empowering and consuming, touching others around you with the same joy you feel.

Conduit Spells

You learn additional spells when you reach certain levels in this class, as shown on the Conduit Spells table. Each of these spells counts as an incarnate spell for you, but it doesn't count against the number of incarnate spells you know.

Whenever you gain an incarnate level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a enchantment spell.

Incarnate Level	Spells
3rd	Bless, Enhance Ability
5th	Catnap
7th	Dimension Door
9th	Skill Empowerment

Joy's Contagion

As a reaction whenever a creature within 30 feet fails an ability check or attack roll, you can expend one of your mood dice and allow that creature to benefit from your "Pool of Emotion" feature, potentially turning a failure into a success. If you are concentrating on a Conduit spell you do not have to expend a mood die if you allow them to add a d4 to the total of their roll instead of whatever your mood die is.

Moreover, whenever a creature succeeds on a check using one of your mood die they gain additional benefits. The creature gains temporary hitpoints equal to your spellcasting modifier, and advantage on their next d20 test.

Thrumming Delight

Starting once you reach 7th level, you can add half your spellcasting modifier to the result of skill checks where you have proficiency in the skill.

When you have primal surge activated you can add your spellcasting modifier to your armor class.

Joyous Aura

At 11th level, you can share the gifts of your pleasure.

Creatures you choose within 5 feet benefit from your "Thrumming Delight" features. They only add half your spellcasting modifier to their armor class if your primal surge is activated. Additionally, if you roll a natural 20 any ally within 5 feet has advantage on their next ability check, attack roll, or saving throw.

Effortless Merriment

Starting at 15th level, you can cast "Bless" and "Enhance Ability" without expending a spell slot or concentrating on it, once per long rest.

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SORROW -

Not all consuming, not all empowering, crumbling- slowly- disappearing without a trace. Sorrow is inevitable and powerful, but slow and methodical. Your primal bond lets all of your loss pour into your opponents, debilitating them, weakening them, making them suffer.

Conduit Spells

You learn additional spells when you reach certain levels in this class, as shown on the Conduit Spells table. Each of these spells counts as an incarnate spell for you, but it doesn't count against the number of incarnate spells you know.

Whenever you gain an incarnate level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination spell.

Incarnate Level	Spells
3rd	Bane, Mind Spike
5th	Spirit Guardians
7th	Sickenening Radiance
9th	Synaptic Static

Sorrowful Wail

As an action you can let out a wail of utter loss, forcing each creature within 30 feet to make a wisdom saving throw or have their speed halved and their attack rolls reduced by a roll of your mood die until the end of your next turn.

Once a creature succeeds against this feature, they become immune to it for 1 hour.

Morale Draining

At 7th level, whenever you cast a spell that you have to concentrate on, or if you choose to concentrate on a spell which isn't concentration, you can expend a bonus action to further debilitate your enemy. If the spell does not prompt a saving throw they must make a charisma saving throw, if they fail the spell's saving throw they have disadvantage on wisdom saves for the duration of the spell.

Once you do, you must take a short or long rest before you can again.

Driven by Misery

Beginning at 11th level, even once your body falls unconscious you can continue to puppet it with your sorrow. Whenever you're making death saves but aren't outright dead you can still move up to 30 feet and take 1 action on your turn. You cannot concentrate on spells, and you cannot benefit from advantage.

You can complete a long rest with 2 hours less than you would usually need.

Comiserating Spellcraft

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At 15th level, whenever you cast a 5th level spell or higher, some of your sorrow naturally bleeds from them. A creature who fails a saving throw against some spells must reduce their next saving throw or attack roll they make by a number equal to your wisdom modifier.